

## User Interface Descriptions for SYM\_Dsd

<b><i>Interface Details</i></b>	<b><i>Description</i></b>
<b><i>Interface Description</i></b>	Request by other SYM function or CCS subsystem for state data
<b><i>Level 2 Interface Name</i></b>	G_GUI_StateDataRequest
<b><i>Level 3 Interface Name</i></b>	G_GUI_StateDataRequest
<b><i>Level 2 Source Process</i></b>	GUI
<b><i>Level 2 Destination Process</i></b>	SYM_DistributeStateData
<b><i>Level 3 Source/Destination Process</i></b>	SYM_ManageStateDataRequest
<b><i>Interface Elements</i></b>	Refer to DSD Interface Descriptions, Dsd_flow.doc, for details
<b><i>Operational Modes</i></b>	All
<b><i>Implications to GUI/CCSU</i></b>	The CCS User will need to select a set of states to display; therefore, the GUI will need to provide the ability to create/modify/delete such sets and to convert such sets to the proper packet format.
<b><i>Implications to SYM_xxx</i></b>	
<b><i>Interface Description</i></b>	Return of data to requesting SYM function or CCS subsystem
<b><i>Level 2 Interface Name</i></b>	G_GUI_StateDataResponse
<b><i>Level 3 Interface Name</i></b>	G_GUI_StateDataResponse
<b><i>Level 2 Source Process</i></b>	SYM_DistributeStateData
<b><i>Level 2 Destination Process</i></b>	GUI
<b><i>Level 3 Source/Destination Process</i></b>	SYM_ManageStateDataRequest
<b><i>Interface Elements</i></b>	Refer to DSD Interface Descriptions, Dsd_flow.doc, for details
<b><i>Operational Modes</i></b>	All
<b><i>Implications to GUI/CCSU</i></b>	
<b><i>Implications to SYM_xxx</i></b>	The current plan is to send all the data available for each requested state. The API provided to the requesting clients must contain a set of methods allowing the client to extract only that information which is desired.

<b>Interface Description</b>	Start/Stop DSD Request - GUI will use an API method which builds a DSD on the Source Node
<b>Level 2 Interface Name</b>	N/A
<b>Level 3 Interface Name</b>	N/A
<b>Level 2 Source Process</b>	GUI
<b>Level 2 Destination Process</b>	N/A
<b>Level 3 Source/Destination Process</b>	N/A
<b>Interface Elements</b>	Source Data - Node (int) Subsystem (int) Process (int)
<b>Operational Modes</b>	All
<b>Implications to GUI/CCSU</b>	
<b>Implications to SYM_xxx</b>	Must provide the API described above
<b>Interface Description</b>	Start/Stop DSDResponse
<b>Level 2 Interface Name</b>	N/A
<b>Level 3 Interface Name</b>	N/A
<b>Level 2 Source Process</b>	SYM_DistributeStateData
<b>Level 2 Destination Process</b>	GUI
<b>Level 3 Source/Destination Process</b>	
<b>Interface Elements</b>	DSD Identifier - passed to processes who need to communicate with this DSD so they can use it in all future transmissions
<b>Operational Modes</b>	All
<b>Implications to GUI/CCSU</b>	GUI will need to provide the DSD ID to other processes as required - this implies that DSD must be started first <b>OR</b> the other processes must have an API with GUI to accept the DSD ID.
<b>Implications to SYM_xxx</b>	

<b>Interface Description</b>	Modify States - for testing purposes only!!
<b>Level 2 Interface Name</b>	
<b>Level 3 Interface Name</b>	
<b>Level 2 Source Process</b>	GUI
<b>Level 2 Destination Process</b>	SYM_DistributeStateData
<b>Level 3 Source/Destination Process</b>	SYM_InputStateData
<b>Interface Elements</b>	<p>Header Data</p> <ul style="list-style-type: none"> <li>Update Type (2 bits) <ol style="list-style-type: none"> <li>1) Set for one time only</li> <li>2) Set and retain until further notification</li> <li>3) Release from test and resume normal processing</li> <li>4) Clear all test values</li> </ol> </li> <li>Number of test update records (int)</li> </ul> <p>For update types 1-3, the state list must be provided as a set of test update records. Types 1 and 2 will have all the information described below; type 3 will have only the State IDs</p> <p>State ID (int)</p> <p>Data to update (16 bits) - one bit per each item in True State, Expected State, and Compare Status, to indicate which specific fields are to be updated.</p> <p>True State (structure)</p> <ul style="list-style-type: none"> <li>Spacecraft Time</li> <li>True State Value - Raw</li> <li>True State Value - EU</li> <li>Flags (see FOF for bit descriptions)</li> <li>Data Source (see FOF for bit descriptions)</li> <li>Telemetry Format (see FOF for format codes)</li> <li>Delta Value</li> </ul> <p>Expected State (structure)</p> <ul style="list-style-type: none"> <li>Time Computed</li> <li>Expected State Value</li> <li>Expected State Format - Raw or EU</li> <li>Expected State Tolerance (will be 0 for discretes)</li> </ul> <p>Compare Status (structure)</p> <ul style="list-style-type: none"> <li>Time of last compare</li> <li>Result of last compare - TS = ES ± Tolerance? Yes/No</li> </ul>
<b>Operational Modes</b>	All
<b>Implications to GUI/CCSU</b>	The CCS User will need to select a set of states to update; therefore, the User Interface may need to provide the ability to create/modify/delete such sets and to convert such sets to the proper packet format.
<b>Implications to SYM_xxx</b>	Need to develop this additional API for testing; test group believes that this should also be sufficient for their needs.